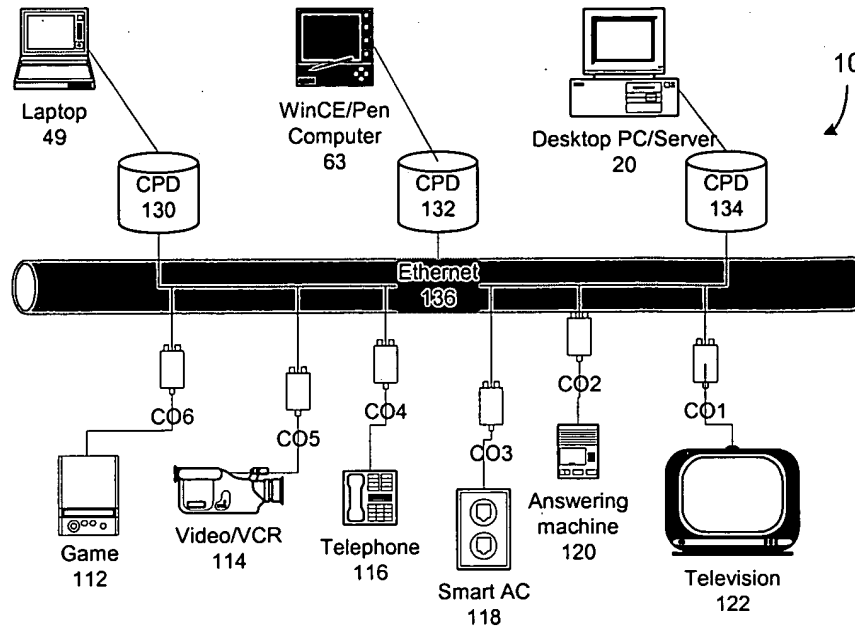


FIG. 1

# FIG. 2



# FIG. 3

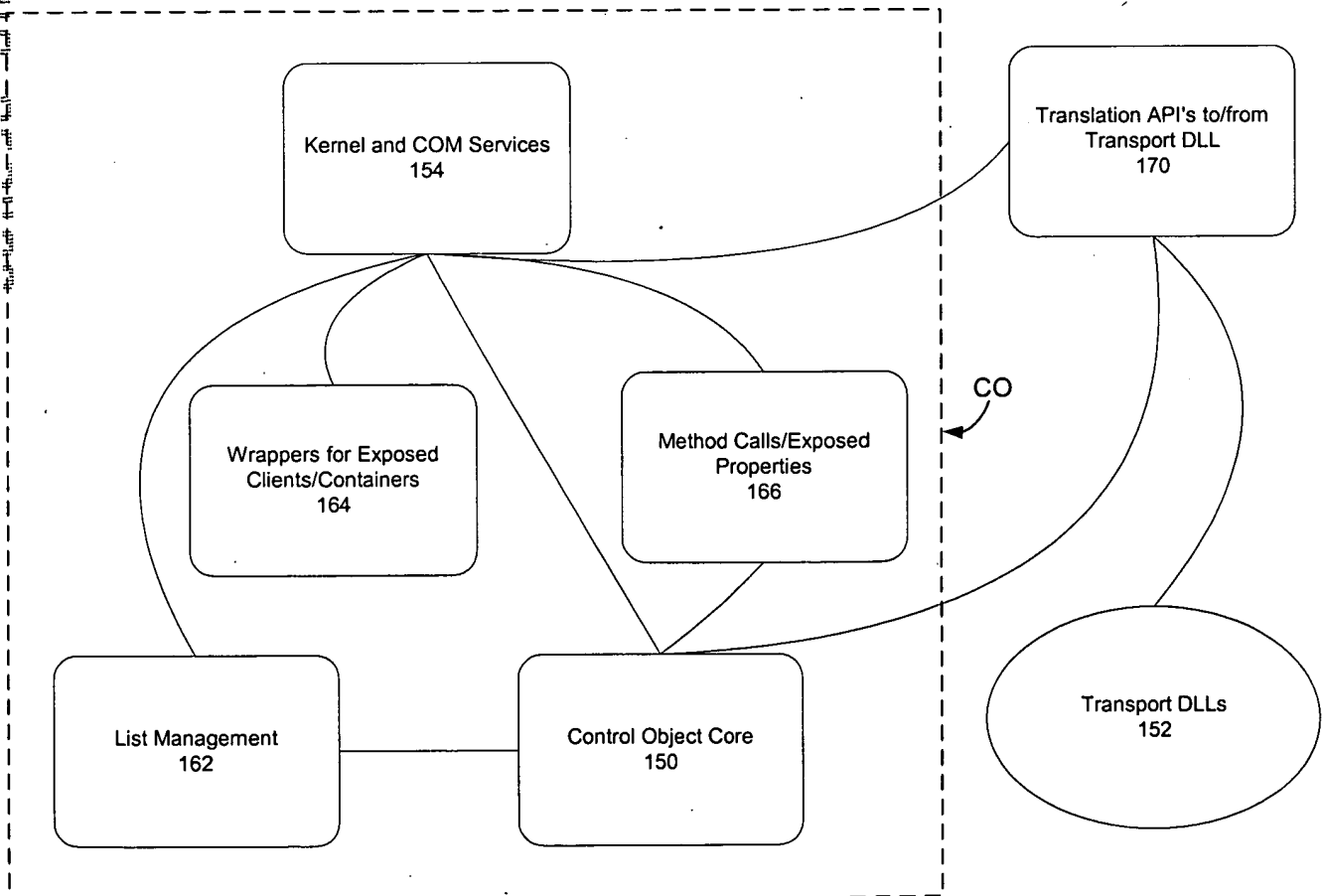


FIG. 4

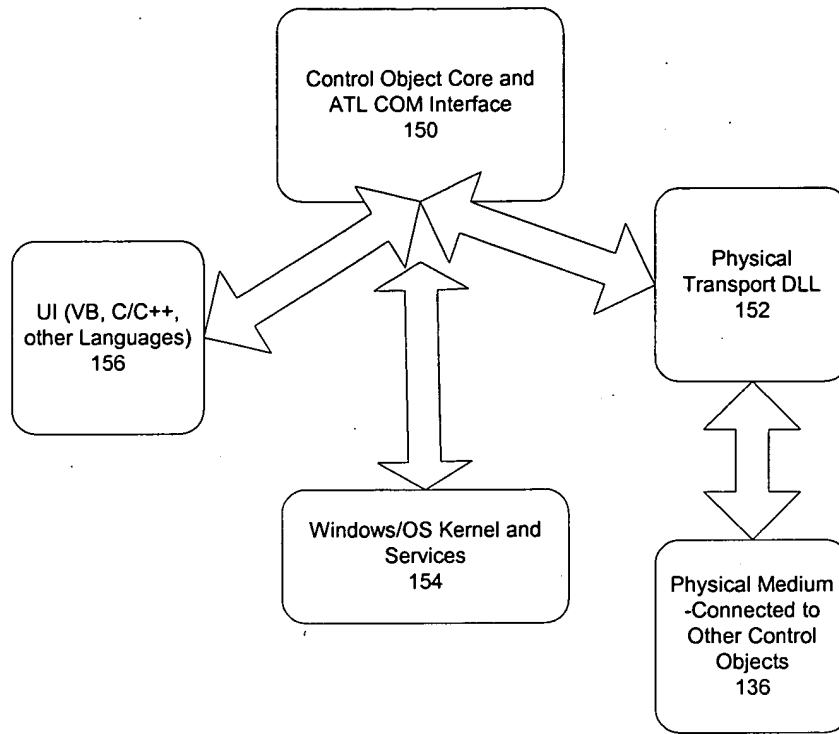


FIG. 5

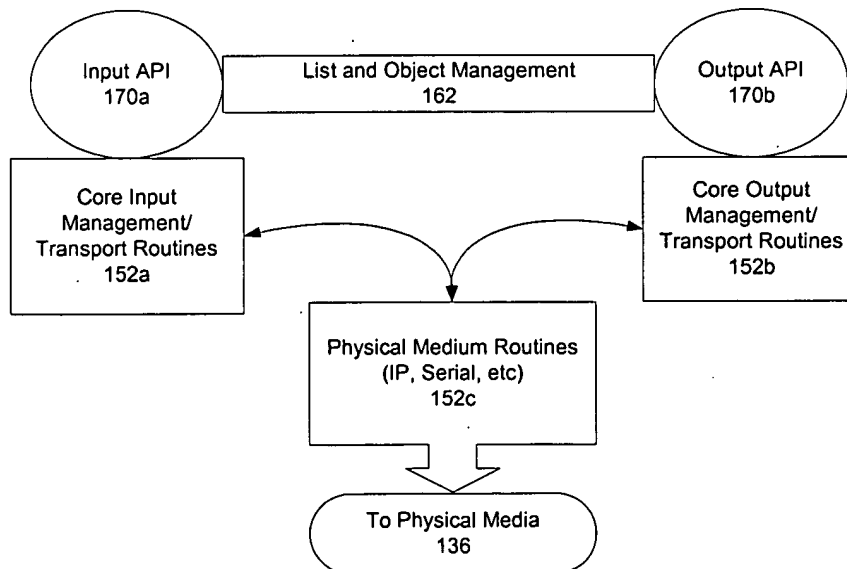


FIG. 6

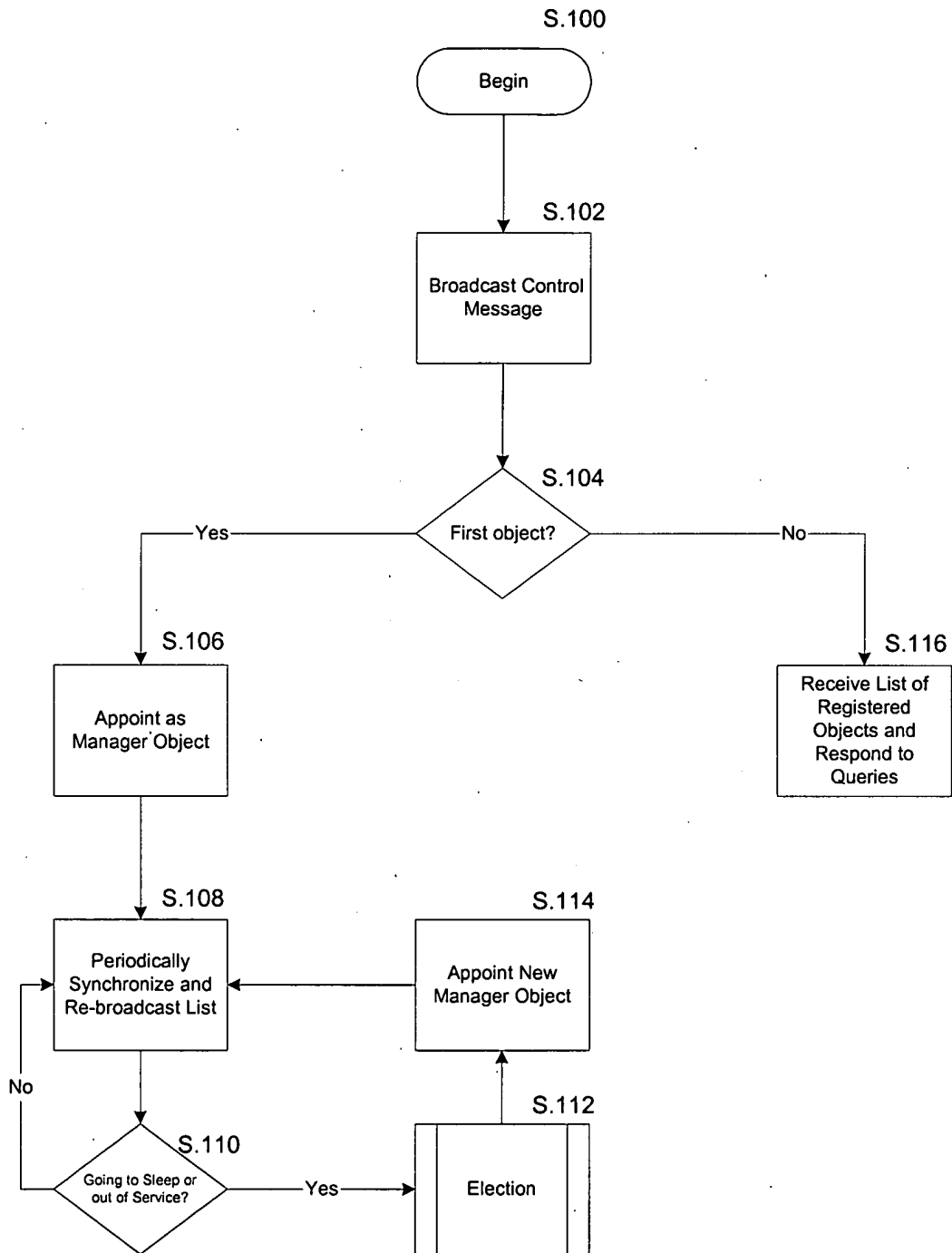


FIG. 7

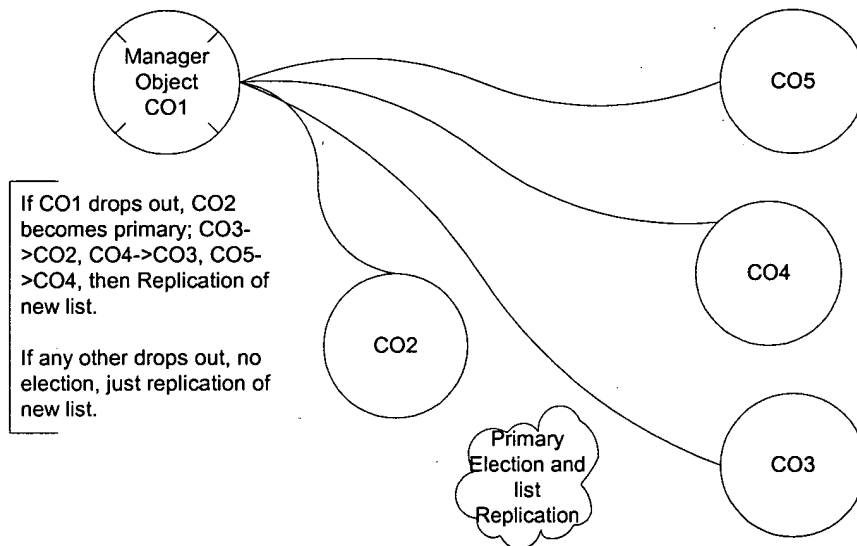
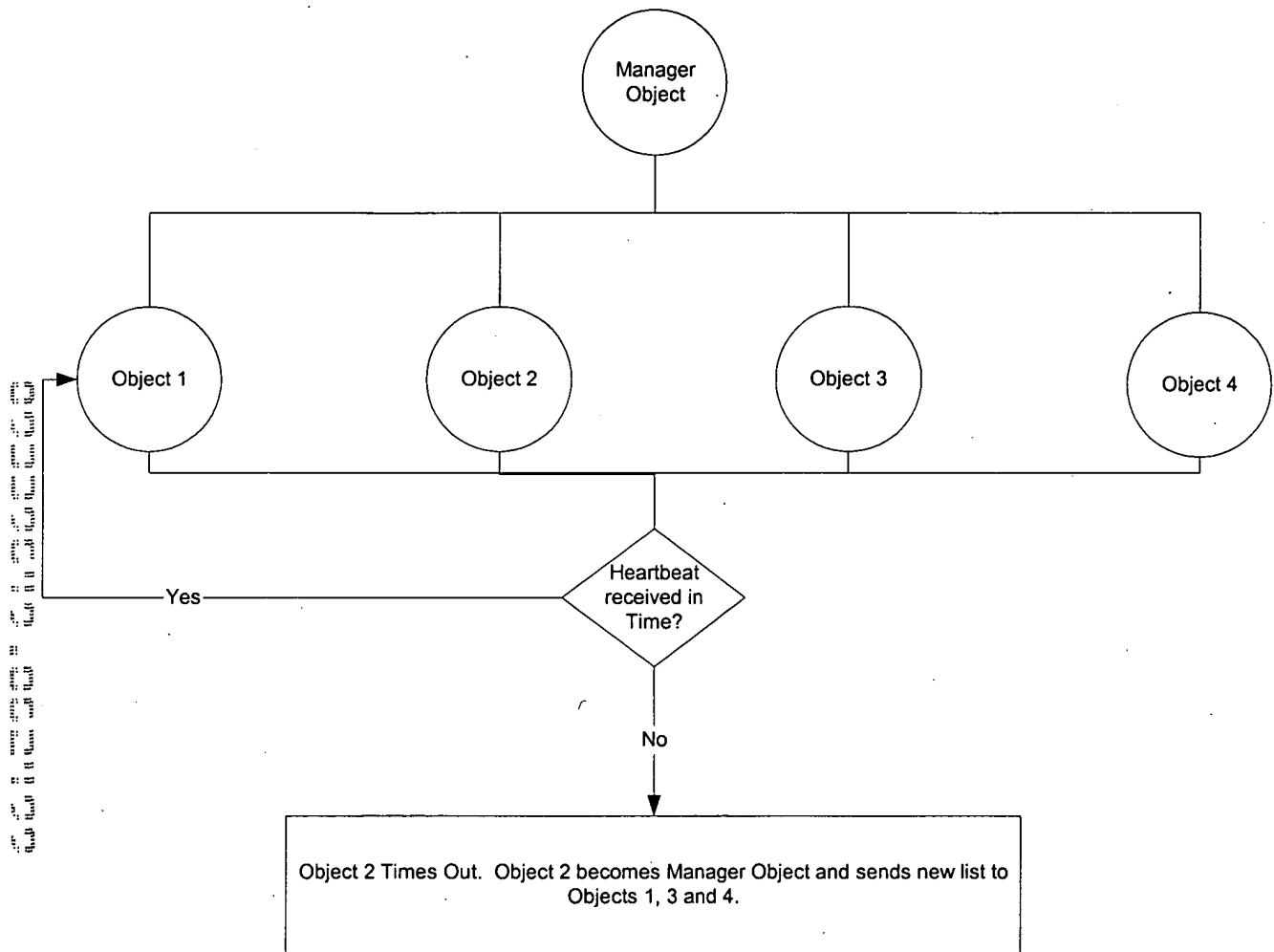


FIG. 8



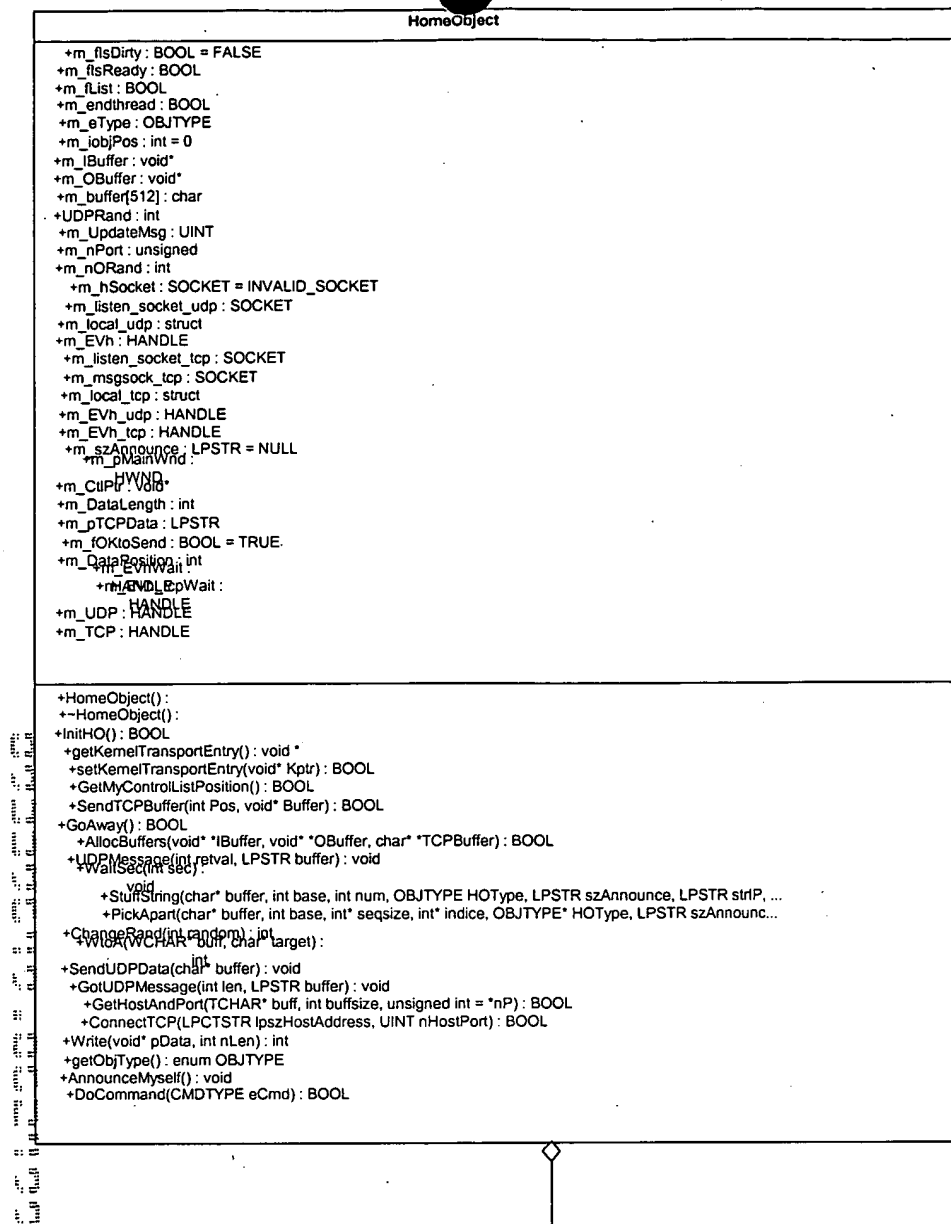


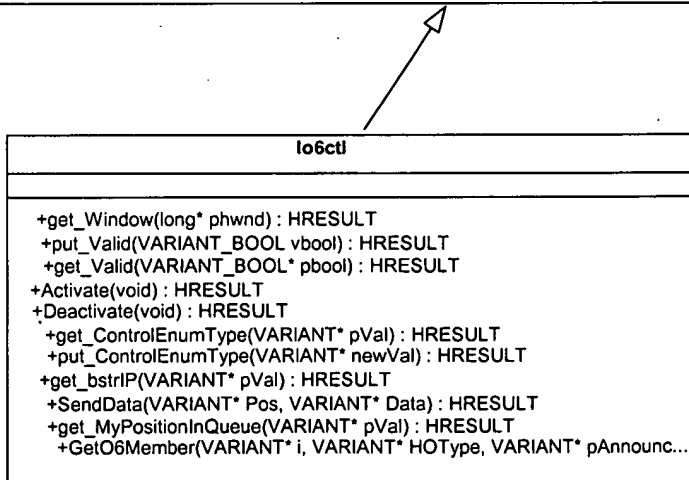
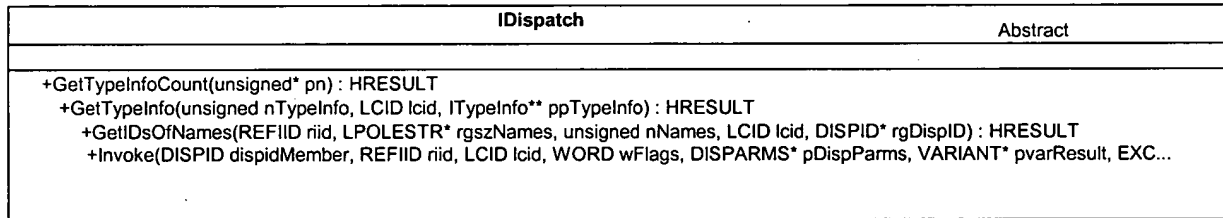
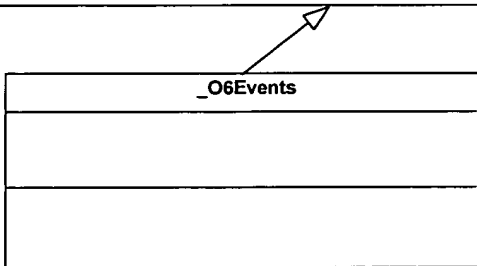
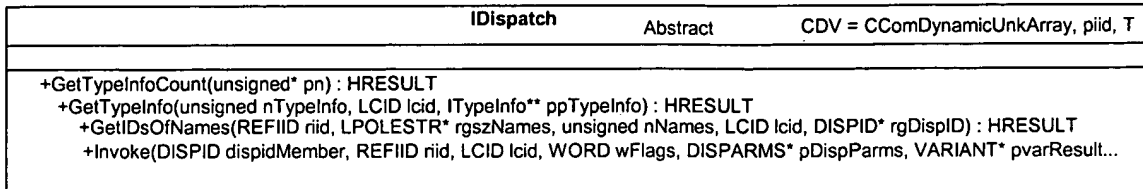
FIG. 9A

# FIG. 9B

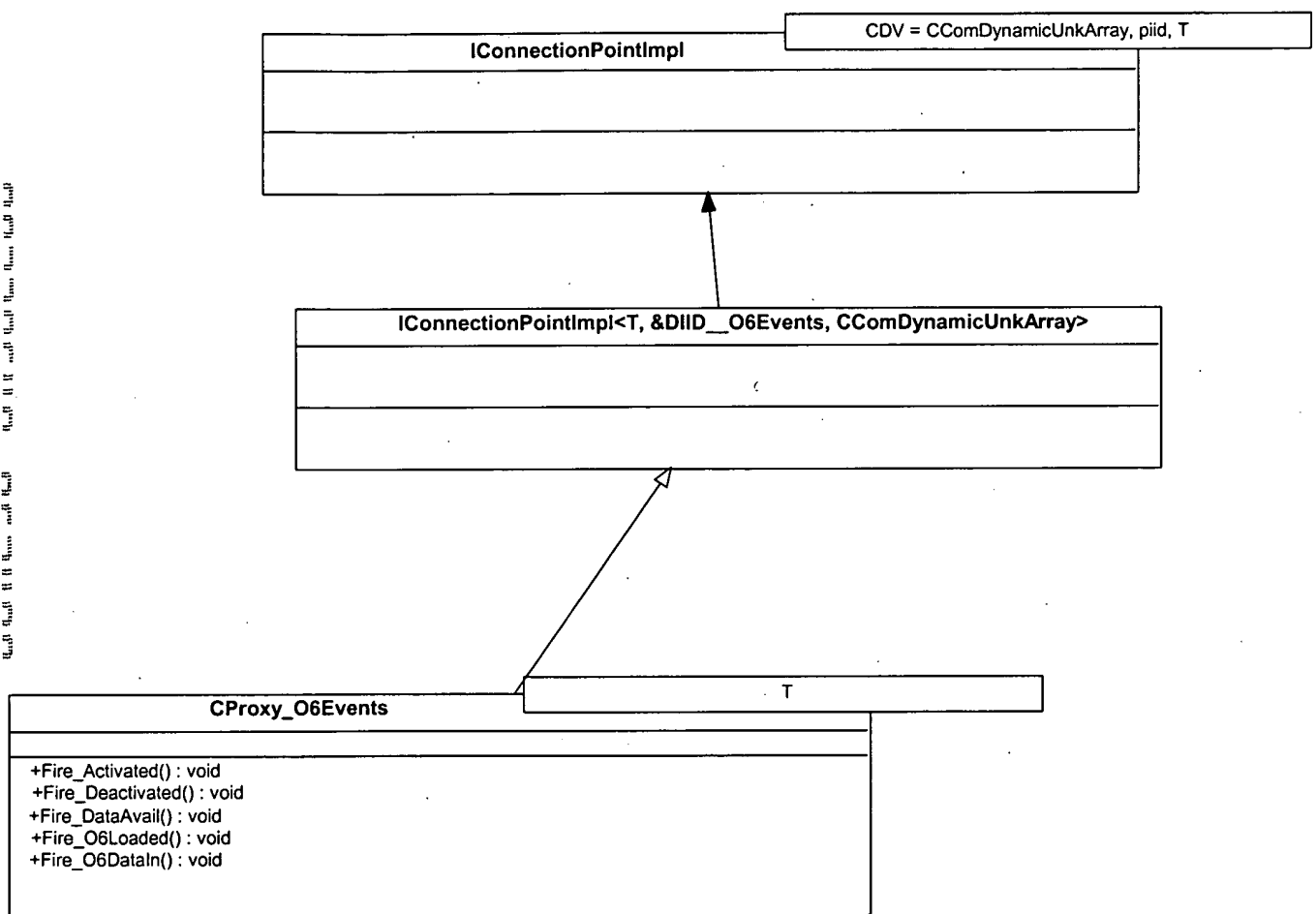
CO6List	Abstract
<pre> #Num : int #HOType : OBJTYPE* #szAnnounce : LPSTR* #strIP : LPSTR* #nPort : int* #nORand : int* #Next : void* #Prev : void* #CO6Node : } #Head : CO6Node* = NULL </pre>	
<pre> +CO6List(int num, OBJTYPE HOType, LPSTR szAnnounce, LPSTR strIP, int nPort, int nORand) : +CO6List() : +~CO6List() : +InsertCO6Node(int num, OBJTYPE HOType, LPSTR pszAnnounce, LPSTR strIP, int nPort, int nOR... +ChangeCO6Num(int, int) : int +DeleteCO6Node(int, BOOL) : int +GetFirstCO6Node() : int +GetLastCO6Node() : int +GetPrevCO6Node(int) : int +GetNextCO6Node(int) : int +SetCO6Data(int num, OBJTYPE HOType, LPSTR szAnnounce, LPSTR strIP, int nPort, int nORand)... +GetCO6Data(int num, OBJTYPE* HOType, LPSTR szAnnounce, LPSTR strIP, int* nPort, int* nORa... +ReindexCO6Nodes() : int #LookUpCO6Node(int) : CO6Node* #LookUpPrevCO6Node(int) : CO6Node* #KillNode(CO6Node*) : void #MakeNode(int num, OBJTYPE HOType, LPSTR szAnnounce, LPSTR strIP, int nPort, int nORand) : ... </pre>	



# FIG. 10A



# FIG. 10B



class IConnectionPointImpl : public IConnectionPoint {  
public:  
 IConnectionPointImpl(CComDynamicUnkArray, piid, T)  
};

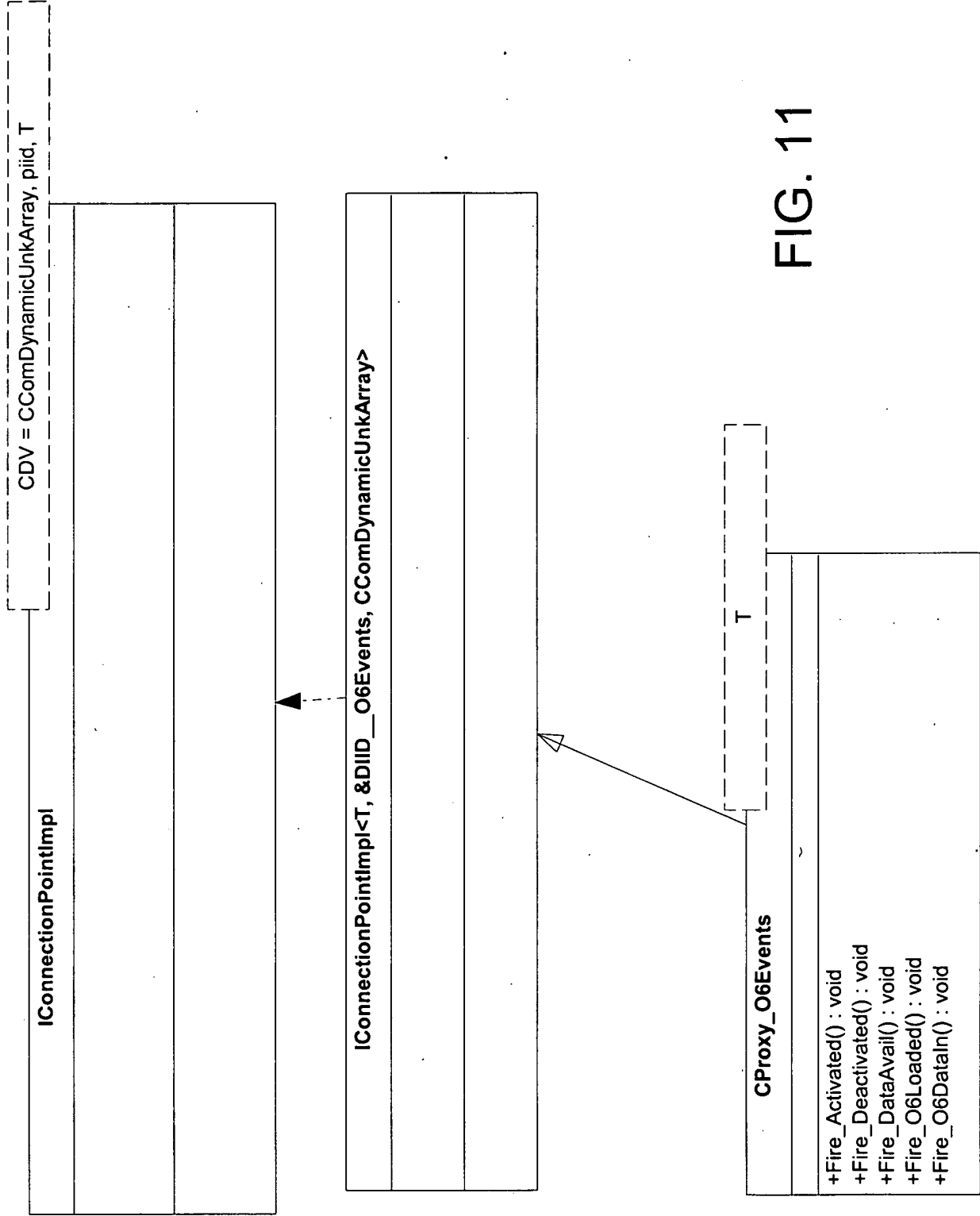


FIG. 11

[illegible]